

# The Travance Chronicle

July 1213

Amizar Wuzwhir, Editor

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## The Workers Guild

by Amizar Wuzwhir

Jonas Kane, the proprietor of the Dragon's Claw Inn, recently announced the formation of a new guild, and is seeking the initial members.

The Workers Guild of Travance is for people who seek to earn money fast while providing much-needed help in the daily operations of the Proper. Jobs include bartending, bussing tables, lighting torches, cleaning stables, feeding livestock, and message delivery.

Job selection will be starting soon, so if you are interested, be sure to contact Jonas by personal messenger right away.

Many of the jobs are located in the Dragon's Claw Inn, but some jobs will require travel around the proper.

Here are just a few reasons to consider joining the Workers Guild:

1. You'll get paid in gold for your efforts
2. Working is much safer than fighting monsters
3. Free legal representation in case of accident
4. Plenty of opportunity for advancement

Don't delay—apply today! The Workers Guild of Travance wants YOU!

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## GinGinny GinRum's Guide to Drinking-Pendarvin

If you attended the festival at Pendarvin a few moons ago, you might have had the opportunity to try one of the most ingeniously-named alcohols since Proper Beer rolled out this winter. It's called Pendarvino and it is an effervescent blend of traditional ale ingredients and some of the Pendarvin hutzpah its citizens are known for. If you haven't had the pleasure of sampling it yet, you may very well get to in Pendarvin itself. The locals are planning to construct a tavern known as The Eagle's Nest - which could rival The Bloody Stump in fame and popularity - once it opens. Another well-known Pendarvin offering is AppleJack and AppleJack Reserve, two delectable options from Edwin Haroldson, which are often on the menu at the Dragon Claw Inn but rarely in stock. See Jonas Kane to inquire as to its availability - it is surely not to be missed.

Alas, this poor writer must confess to mistakes in last moon's Alisandrian edition, in which it was stated that Lady Casandra Blackthorne was a brewer of absinthe. This is clearly incorrect, as she is a Professional Absintheur, not a brewer. (As it happens, Lord Blackthorne is the one who brews it, and no one has ever been able to duplicate his recipe.) A neophytic mistake, and one which I will show my sincerest apologies for by attempting to be sober for an entire evening while I prostrate myself at her feet in abject and entirely necessary contrition. After all, if there is one thing you do not want to be in Travance, it is to be in disfavor with a maker/brewer/vintner/purveyor/seller/merchant of alcohol.

## The Greatest Enemy

by Bat Cooper

There are many enemies that we have to deal with as subjects of Travance. Demons, werewolves, and dozens more threaten to sweep us away like leaves before a storm. However, there is one enemy that is greater than any of them. An enemy so strong that swords do not bite it and shields are no defense against it. An enemy as vast as the sky and as relentless as time.

What is this enemy, you might ask? Where may I find it? And how can I defeat it? The name of this great foe is despair. It may be found whenever hope has been given up and wherever our enemies have sown it. We may fight this enemy with hope. We may fight this enemy through selfless service to others. And through these efforts and many more like them we may keep despair at bay.

And that is what we talked about last month at Mass.

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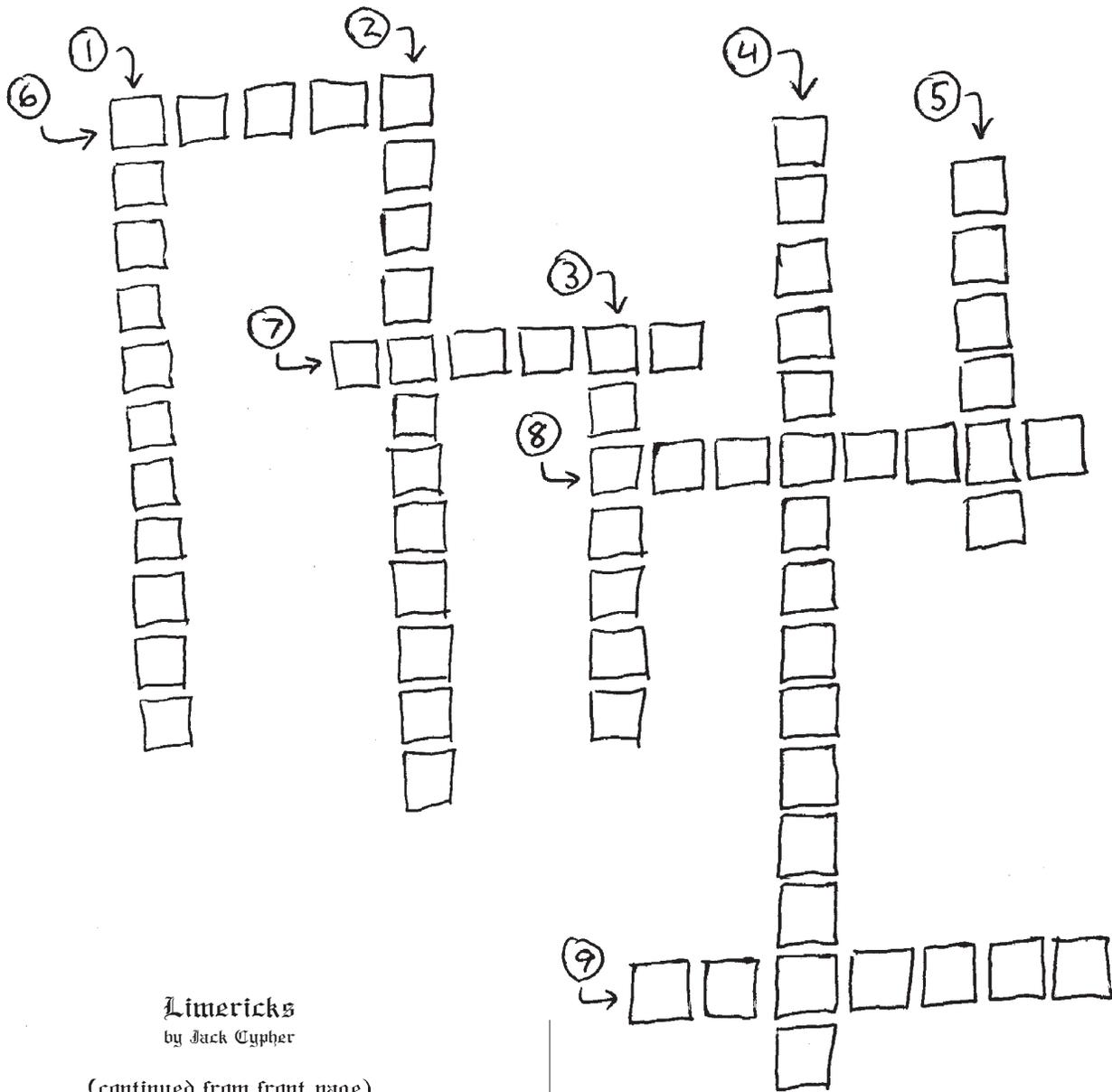
## Limericks

by Jack Cypher

Tobar ran into a situation most dire  
By confusing a thief with a friar  
While this did seem quite bold  
It was the shop keep who told  
So they all put the fault on the Lyre

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## Limericks by Jack Cypher

(continued from front page)

The hydra at the lake does not scare  
But even she do the lycanthropes fear  
When the full moon is out  
The hydra hunts them about  
And that's why we have silver-were.

No one could call Corsair less,  
But to him a challenge we'll press  
A test of your studious wit  
We give you two chairs to sit  
Can you beat yourself at Chess?

Brogan may grant mercy if one begs  
For he roots out evil from dire dregs  
But a fact of him did you know?  
He got his own mithril patio,  
And it only cost him arms and not legs.

## Puzzle by Gwynedd

### Down

1. Nursery rhyme character who cries constantly
2. Healer's skill will halt your death count until help can be found
3. Long redhaired Sylvan Elf Ranger
4. A question that causes someone to defend you
5. Removable by priests or priestesses with the Fate Domain

### Across

6. Used by sorcerers to weave spells
7. Dragon reputed to be "Chosen of the Ancient Blue"
8. Examples include Elemental and Arcane
9. Strongest material known